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AUG 18 2009

Appl. No.: 10/660,810  
Docket No.: 112300-1633

**PROPOSED AMENDMENTS FOR INTERVIEW PURPOSES**

Claim 1 (currently amended): A gaming device comprising:

- at least one display device;
- at least one input device;
- at least one processor; and
- at least one memory device which stores a plurality of instructions which when executed by the at least one processor cause the at least one processor to operate with the at least one display device and the at least one input device, for a single play of a game, to:
  - (a) enable a player to place a wager for said single play of the game, said game associated with a plurality of displayed award groups, each of said award groups including at least one indicator, a plurality of said award groups including a plurality of indicators, each of the award groups associated with at least one of a plurality of awards;
  - (b) cause an indicator generator of the at least one display device to generate and associate a number of indicators with each of the award groups;
  - (c) for each of the award groups, accumulate a quantity of indicators corresponding to the number of indicators that is associated with that award group by the indicator generator;
  - (d) without requiring any additional wager by the player, repeat (b) to (c) until all of the indicators have been accumulated in at least one of the award groups; and
  - (e) when all of the indicators have been accumulated in at least one of the award groups:
    - (i) provide to the player the awards associated with any award groups in which all of the indicators have been accumulated,

(ii) after providing to the player the awards associated with any award groups in which all of the indicators have been accumulated ~~to the player~~, randomly determine whether to end the single play of the game, and

(iii) if it is randomly determined not to end the single play of the game:

(A) reset the indicators in the award groups associated with the awards provided to the player in said single play of the game, and

(B) after resetting the indicators in the award groups associated with the awards provided to the player in said single play of the game, provide the player with at least one opportunity to win at least one additional award for accumulating all of the indicators in at least one of the award groups, including any award groups associated with any awards previously provided to the player in said single play of the game, by repeating (b) to (e) until it is determined to end the single play of the game without requiring any additional wager by the player.